SEGA™

SEGA SATURN™

PGA TOUR 97

PGA TOUR™

EA SPORTS™

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

T-5011H

LICENSED BY SEGA ENTERPRISES. LTD. FOR PLAY ON THE SEGA SATURN™ SYSTEM

PGA TOUR 97
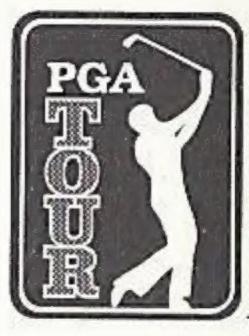
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM. A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

Handling Your Compact Disc
The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.

Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

PGA TOUR 97

Contents

STARTING THE GAME

1. Turn ON the power switch on your Sega™ Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the *PGA TOUR™ 97* disc inside.
4. Press **START** to advance to the Game Setup screen.

CONTROL SUMMARY

Left SHIFT   Right SHIFT

X

D-PAD   Y

Z

C

B

START   A

EA SPORTS™
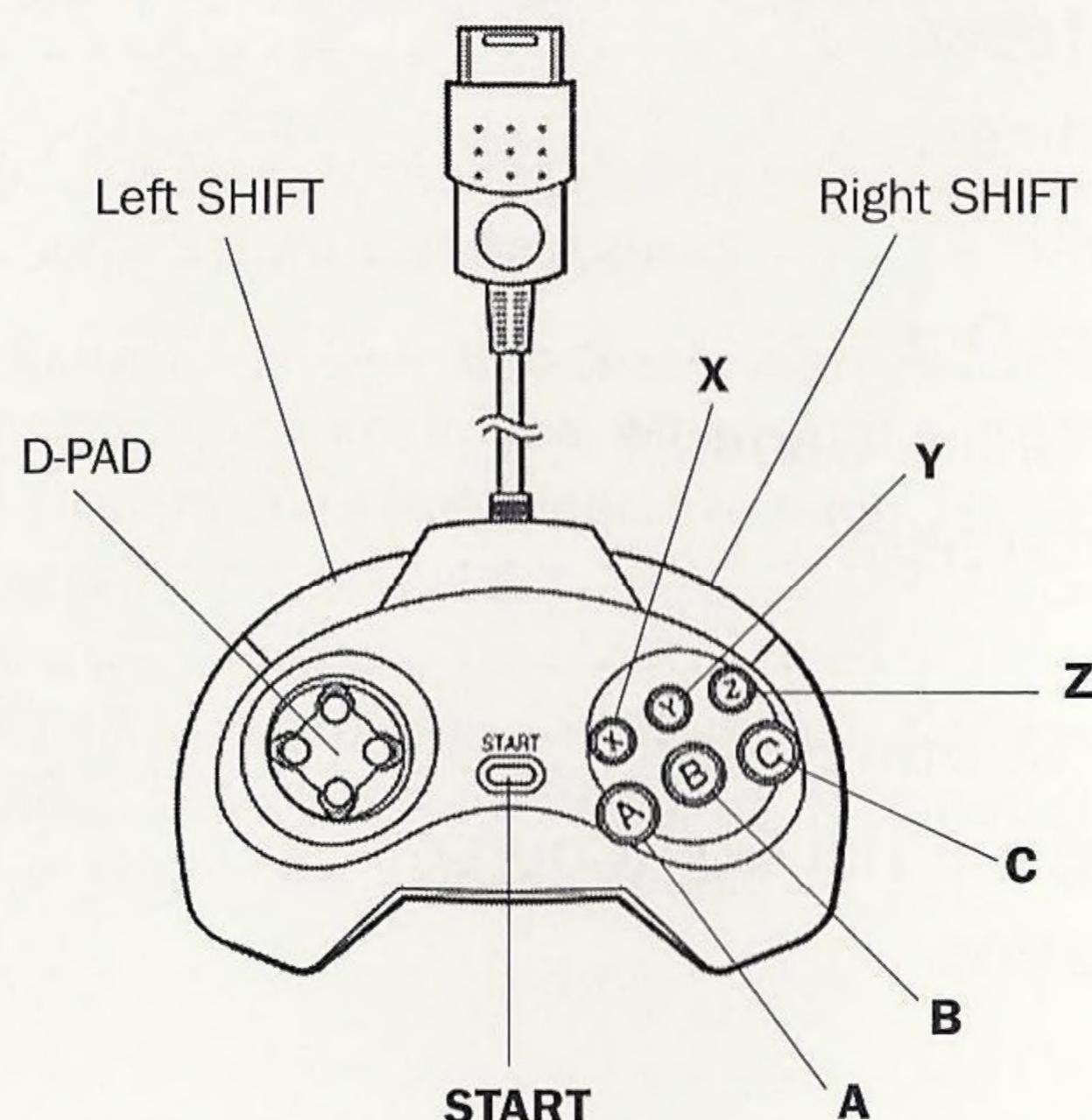
IN THE CLUBHOUSE AND THE OPTION MENUS

Highlight an option	D-Pad ↕
Select an option	**C** or **START**
Toggle options	D-Pad ↔
Return to previous screen	**B**
Accept choices and continue	**START**

ON THE COURSE

Swing and hit the ball	**C**
Take a mulligan	**B**
Display and move Target arc	D-Pad any direction
Return target to the default aim	**Y**
Toggle LIE Info to Target	**A**
Adjust draw/fade/backspin	Hold **Z** and D-Pad ↔ or ↕
Display Settings menu	**START**
Rotate Golfer's view left/right	Hold **X** and D-Pad ↔
Club up/down	**Left SHIFT/Right SHIFT**

AFTER A SHOT

Highlight an option	D-Pad ↕
Select an option	**C**

JOIN THE TOUR

The interactive golf champion is back to defend its status with a bold new attitude. Check out the eye-popping graphics, new music, and killer gameplay as you try to tame championship courses, including the world-famous TPC at Sawgrass and Spyglass Hill® Golf Course.

Play a round or a tourney, shootout or Skins. But play to win because this isn't just golf: This is the PGA TOUR.

- ⇨ New, contemporary look and feel.
- ⇨ More video golf gameplay, including a risk/reward feature to tempt only the bravest golfers.
- ⇨ Two championship courses: TPC at Sawgrass and Spyglass Hill® Golf Course.
- ⇨ TV-style presentation includes new picture-in-picture.
- ⇨ Live analysis and commentary.

IN THE CLUBHOUSE

Before you tee off, make sure you've got the gear and the goods you need to play the game you want. The Clubhouse is the place to go to select a game mode, golf course, golfer, and customize your game through a variety of options.
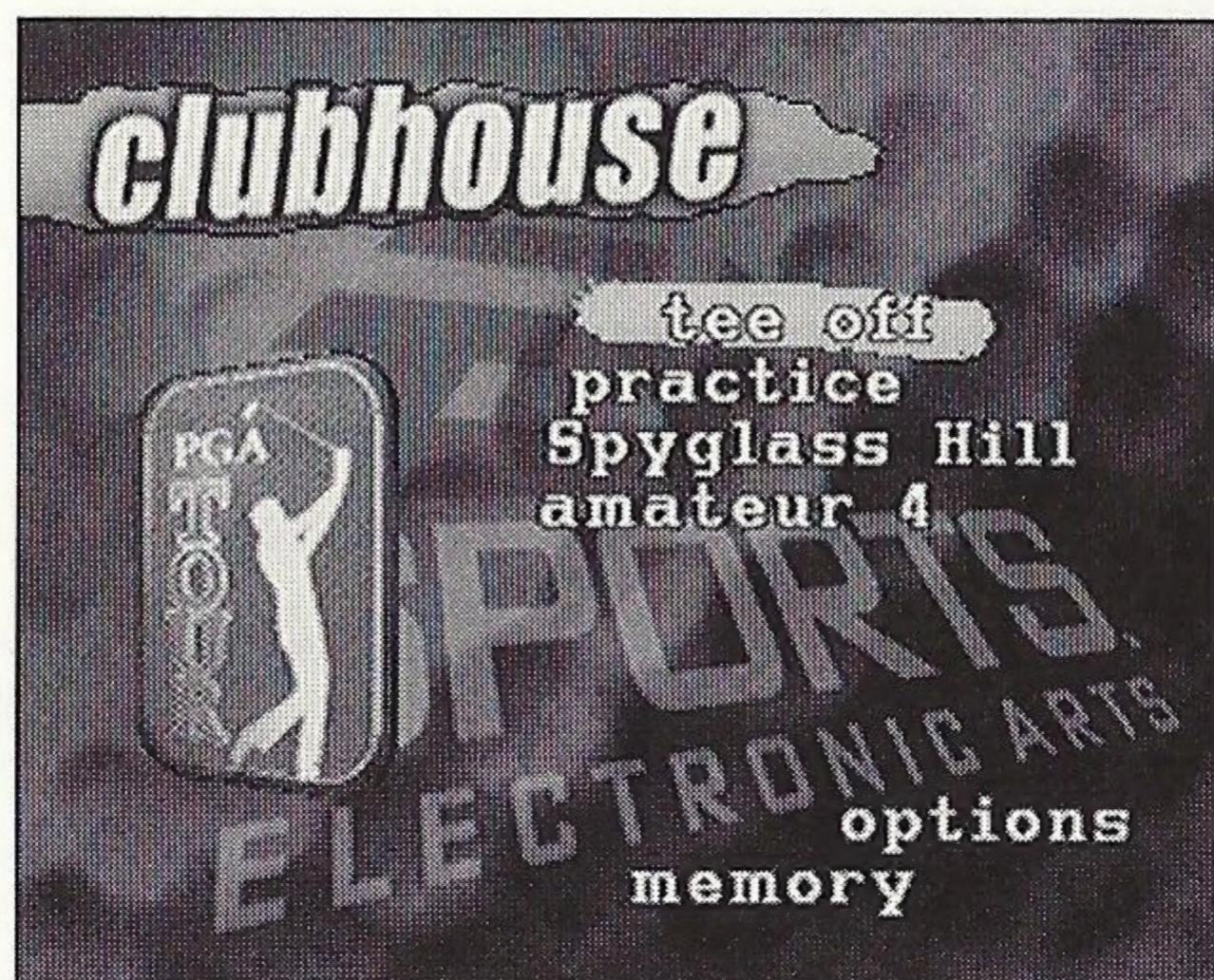
Note: All default options, where applicable, are listed in bold in this manual.

- To highlight an option, D-Pad ↕.
- To select the highlighted option, press **C** or **START**.
- To exit from an option screen and return to the Clubhouse, press B.

Tee-Off

If you're ready to tee it up, select TEE OFF and hit the links.

Game Mode

Select from five different types of play: Practice, Stroke, Shoot-out, Skins, and Tournament. See *Game Modes* on p. 17 for more information on each mode.

Course

Try stadium golf at its best at the TPC at Sawgrass, or face the challenge of the Spyglass Hill® Golf Course. See *Courses* on p. 19.

Golfer

You can play "as" or "against" a PGA TOUR pro, or create your own Amateur golfer. Select this option to choose from 14 featured pros, or enter up to 8 Amateur players. You can select the clubs you carry, determine the Control Pad for each golfer and the way you look on the course. See *Golfers* on p. 16.

Options

The Options menu lets you customize your game in a variety of ways.

- To toggle a highlighted option ON/OFF, D-Pad ↔ or press **C**.
- To exit and return to the Clubhouse, press **START** or **B**.

Music	Toggle the music that plays during the menu screens **ON**/OFF.
Sound f/x	Toggle the sound effects on the course **ON**/OFF.
Ambient f/x	Does the sound of the waves and gulls distract you? Toggle the ambient sound effects on the course **ON**/OFF.
Commentary	With Commentary ON, you'll get information on your shot as well as tips on putting.
Audio Mode	Choose between **STEREO**/MONO.
Wind	Determine the strength of the wind on the course. Cycle between **CALM**, BREEZY, or STRONG.
Credits	View the game credits.

Memory

Select this option to access or save your games.

- To toggle system/cartridge memory, highlight SAVE or GET and D-Pad ↔.

To save your game:

1. Select SAVE TO SYSTEM MEMORY and press **C**.
2. You are prompted to overwrite or cancel. Select YES and press **C**.

To load your game:

1. Select GET FROM SYSTEM MEMORY and press **C**.
2. You are prompted to overwrite or cancel. Select YES and press **C**.

PLAYING A ROUND OF GOLF

Okay, so you're at the first tee and you're feeling good; it's time to learn how to hit the ball. Hitting the ball isn't hard, it's hitting it well that gets a little dicey. In this section you'll find the basics outlined.

Note: On the course, you can access an on-screen control summary by selecting CONTROLS from the Settings menu. See *The Settings Menu* on p. 13.

Par
Current hole
Overhead view
Swing meter
Wind Flagstick
Information strip
Current Club window
as jacobsen (-2) 1
to pin: 105 yds 23 in below lie: fairway
Ball lie
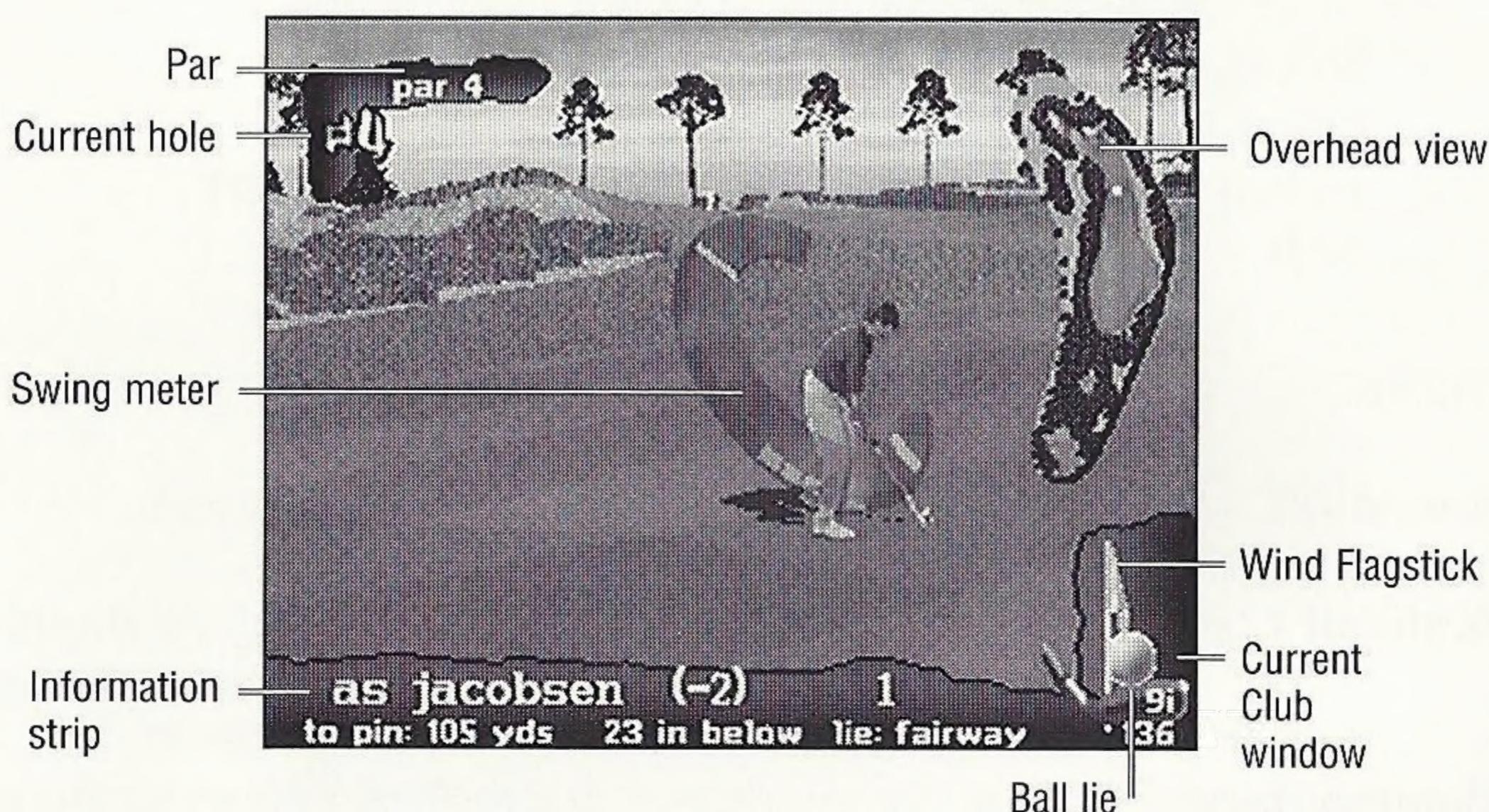
The Swing

The swing is divided into three separate parts: the backswing, the downswing, and the contact. Each step is initiated by pressing **C**.

1. Press **C** to begin the backswing.
2. Press **C** again to stop the backswing and determine your shot power (distance of the shot).
3. Press **C** a third time to strike the ball and determine the accuracy of the shot.

The power and accuracy of the swing are determined by and tracked on the Swing meter.
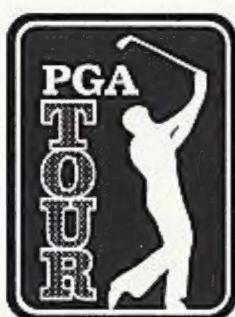
The Swing Meter

The Swing Meter consists of a Swing Arc with a red area at the top, a yellow contact band at the bottom, and the moving Power arc.

Overswing area

100% of your club's power

Contact Band

par 4

as jacobsen (-2)   1
to pin: 105 yds   23 in below   lie: fairway
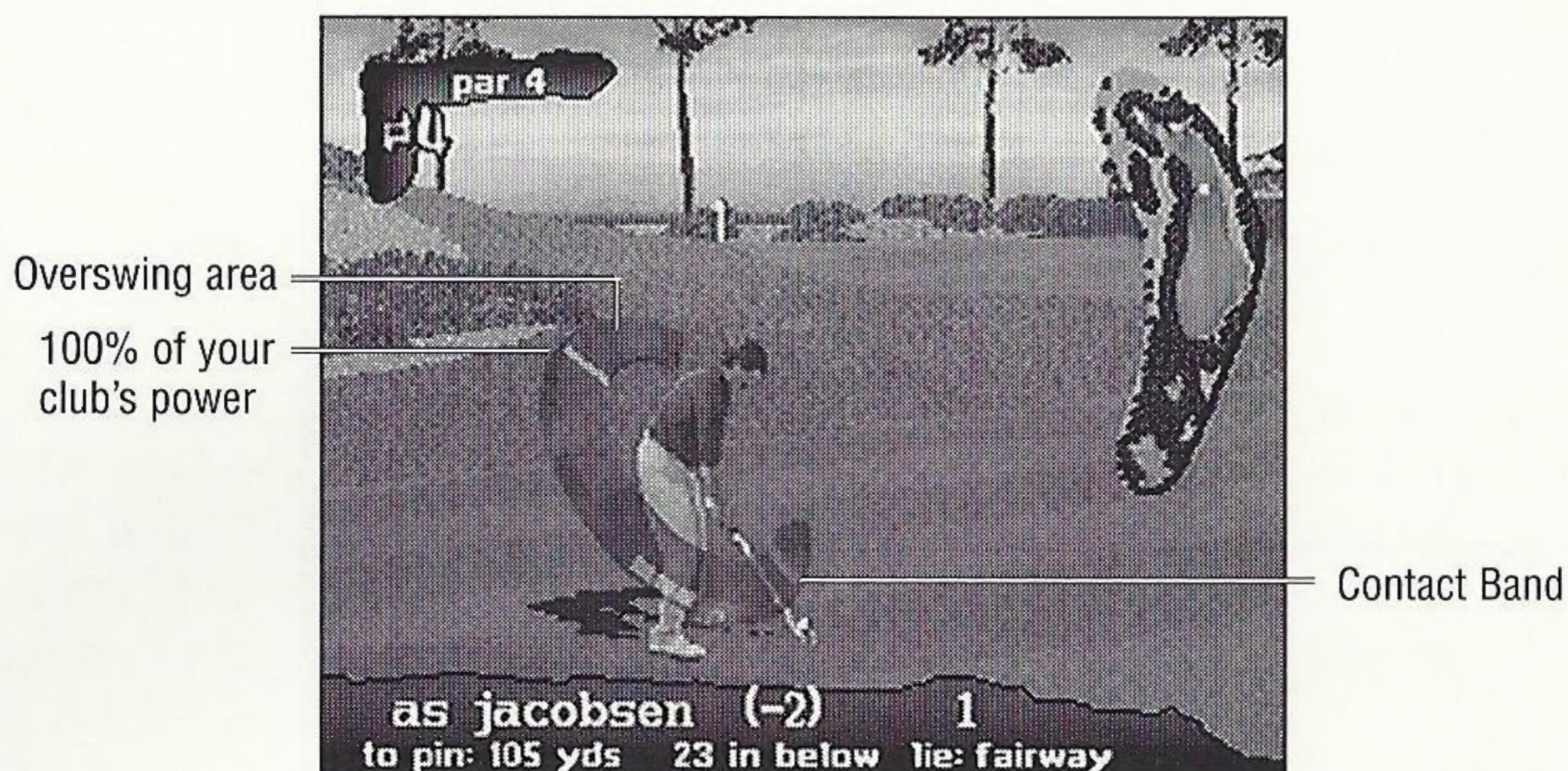
You need to understand the Swing meter before you can make accurate shots consistently. When you start your swing, a dark Power arc begins traveling up the Swing meter. When you stop your backswing, the Power arc leaves a black mark to indicate where it stopped then travels back down the Swing meter. The farther up the Swing meter the Power arc moves, the greater the distance you can get on your shot.

With the Caddie option set to LIE or DISTANCE (see *The Settings Menu* on p. 13), a yellow band at or near the top of the Swing meter marks the distance required to reach your target. Beyond this band is a red area which indicates the "Overswing" area. On shots where you're too far away to reach the green, you might want to venture into the overswing area to increase your distance, but on shots within range choose a club that will reach the pin without overswing.

> **EA TIP** If you venture into the Overswing area, beware. Your shots are more erratic, and the Power arc moves faster on the downswing.

The center of the yellow Contact band at the bottom of the Swing arc indicates a hit with no hook or slice on the ball. You want to stop your downswing in the center of that band. The Power arc leaves a black mark where the club makes contact with the ball. If the mark appears to the right of the band, the ball will slice to the right. If the mark appears to the left, the ball will hook to the left. The further the mark is from the center, the more the ball will hook or slice.

Risk Meter

The Risk meter is there to help you determine whether it's worth your while to try a shot. The meter moves from green for safe to red for very risky.

Risk Meter Section

as jacobsen (-2) 1
to pin: 105 yds 23 in below lie: fairway

The Information Strip

par 3

Current golfer — as jacobsen (-2) 0 — Strokes played on current hole
to pin: 190 yds 4 ft above lie: tee

Distance to Pin Current ball lie
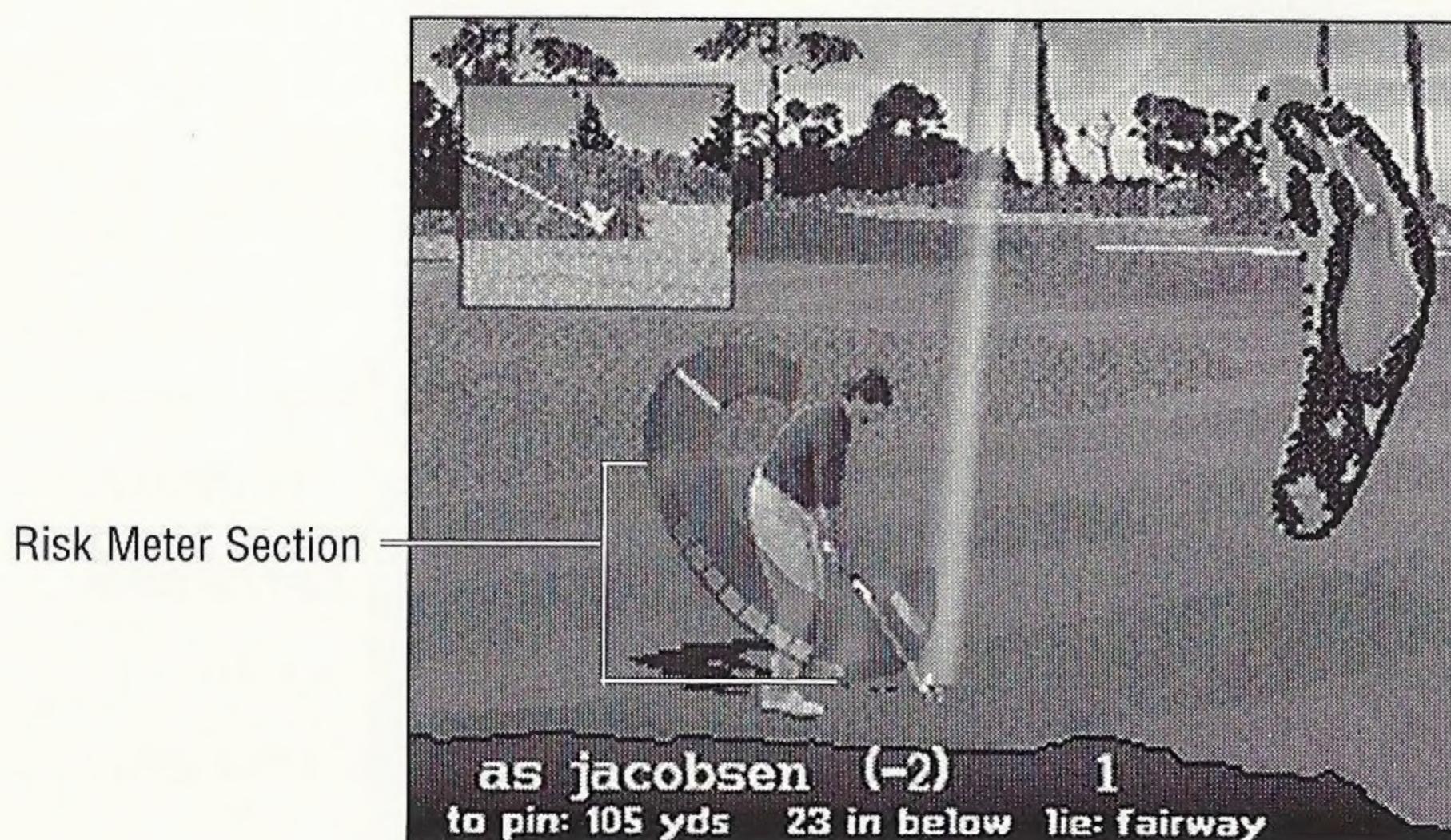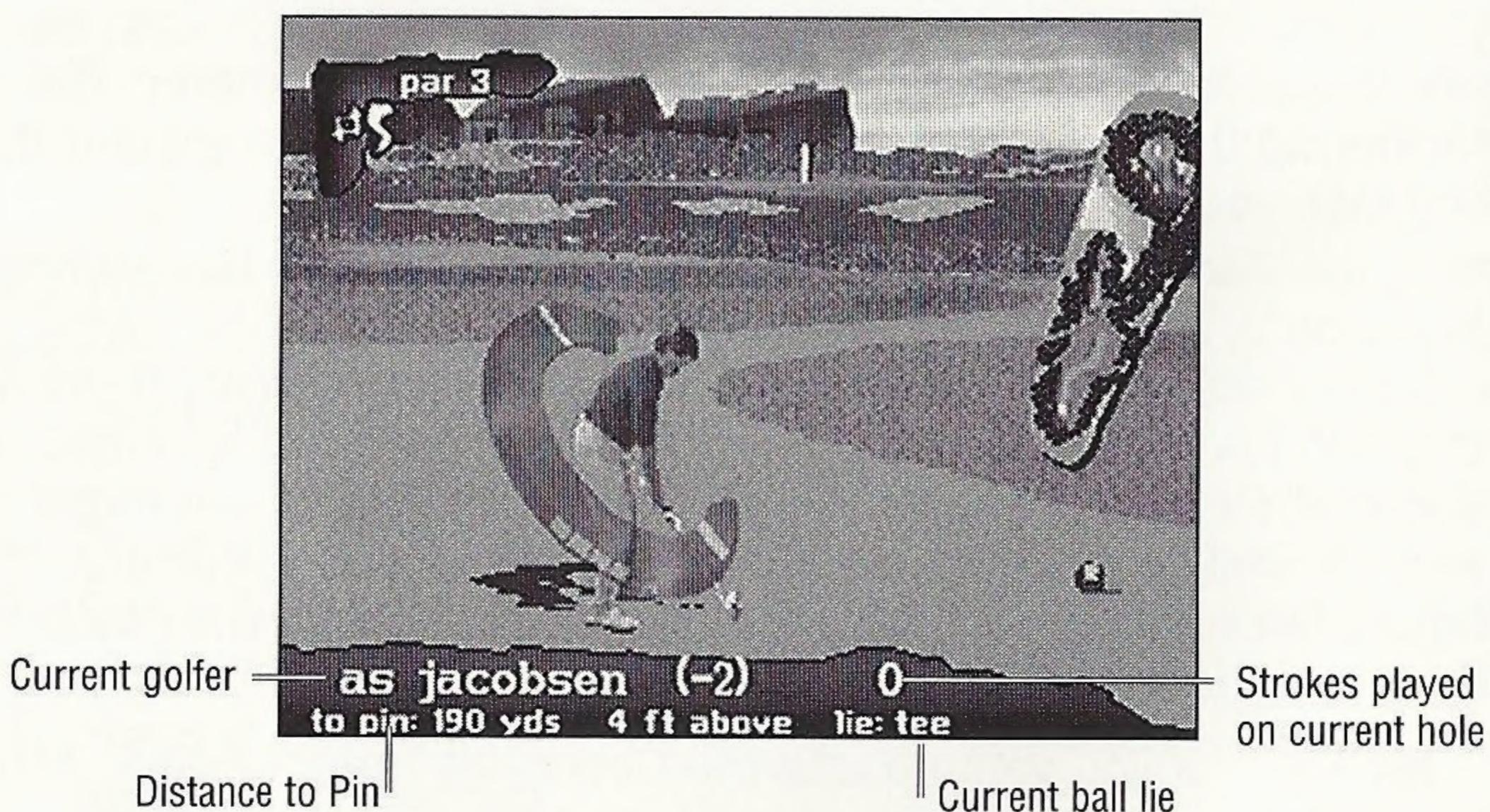
The Information strip at the bottom of the game screen gives you the following information before each shot: golfer name, total score, strokes played on current hole, the distance to the pin, the height of the pin relative to your ball, and your ball lie.

After your shot, the Information strip displays the distance of your shot and your new ball lie.

Aiming Your Shot

The game automatically selects a target at the beginning of every shot, but you can change that target if you have a different strategy for reaching the green. It's often helpful to use the Overhead view to map out your target.

- To display and select a new target, D-Pad any direction.
- To reset the aim and return to the default target, press **A**.

  Note: If you move the targeting arc off of the screen, your view automatically rotates towards your new target

The yellow Targeting arc appears, showing the flight of the ball. The end of the Targeting arc shows approximately where the ball will land if you hit with 100% power in a straight line with no wind. If you have the Target PIP ON, a small picture-in-picture window shows you your potential target lie. (See *Views on the Course*, p.12.)

As you re-target the shot, the Overhead view (highly recommended) represents the Targeting arc with a straight yellow line.

When the Targeting arc enters an Out of Bounds area or passes through an object, the portion of the arc in the Out of Bounds area changes from yellow to red on the game screen.

While you're repositioning the target, the Information strip shows the target information.

Current Club Window

Wind Flagstick

Current club

Distance potential
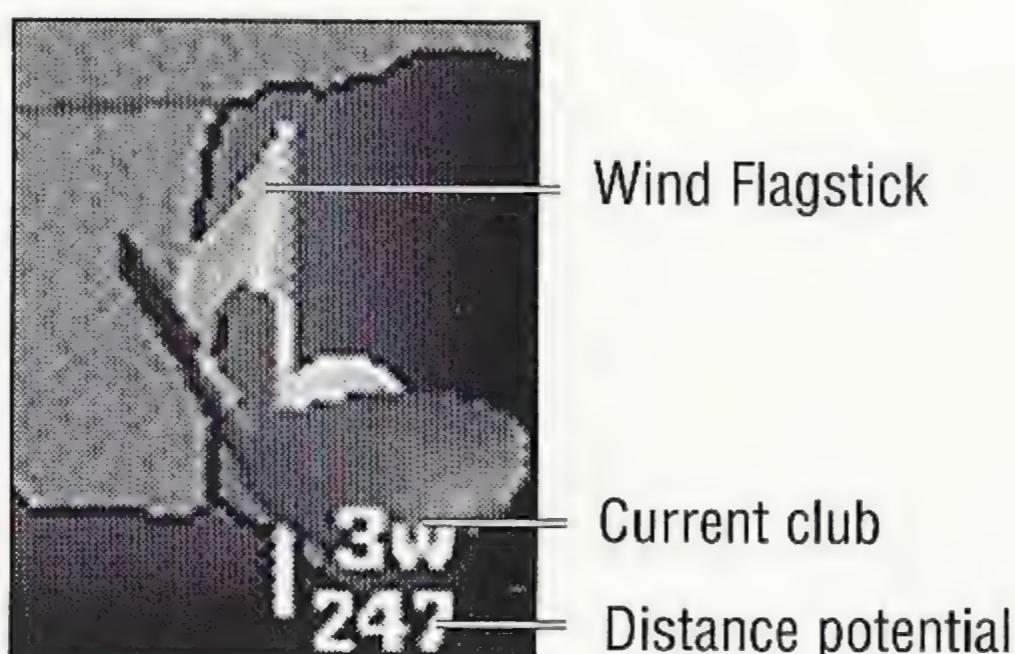
The computer caddie selects a club for you before every shot, but you can change the club. The Club box at the lower right hand corner of the screen shows the current club, its distance potential, the Wind flagstick, and when applicable, backspin and the amount of draw or fade placed on the ball.

EA TIP The distance potential of a club does not take into account the wind, fairway conditions, or ball lie. Measure your shots accordingly.

- To club up/down, press **Left/Right SHIFT**.

Note: The skill level you select from the Settings menu (see p. 13) determines the maximum distance potential of a given club. At Pro level, the clubs have their longest range. At Novice level, the clubs have their shortest range. The putter is the only club available on the green.

Draw and Fade
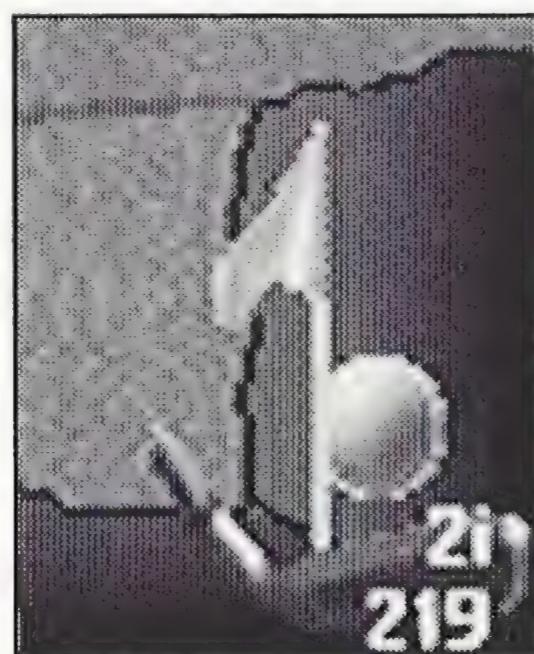
You can play a draw or a fade with any wood or iron from the fairway or tee. Draw curves the ball from right to left, while fade curves the ball from left to right. Draw and fade are useful when trying to avoid hazards or negotiate doglegs.

- To play a draw or fade, hold **Z** then D-Pad ↔. Notice that your club face opens and closes according to how much draw or fade you put on the ball. The Targeting arc also changes to show the change in trajectory.

Note: When you change the degree of draw/fade on your shot, you'll notice the yellow contact band changes its position on the Swing meter.

Backspin

To improve your control, you can increase the amount of backspin on the ball. The short irons impart more backspin than the long irons, and the woods impart no backspin. When you change the backspin, your club head raises and/or lowers in the Current club window to show the degree of change.

- To increase/decrease the amount of backspin on the ball, hold **Z** and D-Pad ↕.

Ball Lie

Your ball lie affects the distance and accuracy of your shot. Shots from sand traps and the rough are less reliable. When playing from undesirable lies, it's important to be very accurate on your backswing and contact. The Information strip displays the lie of the ball.

EA TIP   With the Caddie option set to LIE, your caddie takes into account the ball lie's affect on your shot before suggesting a club or determining a distance potential.

Gauging the Wind

The flagstick image displayed over your current club gives a graphic display of the current wind conditions. Wind affects shot distance and accuracy. Make sure you take note of the wind's force and direction before each shot.

Putting

Your caddie automatically selects the putter when your ball lies on the green or on the fringe. With Auto Grid ON (See *The Settings Menu* on p.13), a grid automatically appears whenever you land on the green. This grid shows you the breaks in the green.

EA TIP   To increase your chance of making putts (particularly long putts) it's wise to consult the grid for any significant breaks in the green.

EA TIP   Note that a ball usually breaks more at the end of the putt as the ball slows down. On uphill putts, make sure you give the ball enough power to reach the cup.

AIMING THE PUTT

On putts that look as if they're going to break, use the Bull's-Eye to aim the putt. When Commentary is on (See *SoundOptions* on p. 5.), you hear important advice about the break.

* To reposition the Bull's-Eye, D-Pad any direction.

Views on the Course

OVERHEAD VIEW

The Overhead view for the current hole appears to the right of the golfer. A yellow line appears on the Overhead view, showing the Targeting arc. Golfers look like blinking dots, color-coded by player number:

Player 1: YELLOW

Player 2: Red

Player 3: BLUE

Player 4: White

PICTURE-IN-PICTURE VIEWS

There are several different picture-in-picture views that you can use to get a complete view of the course. You can modify the perspective of the PIP views from the Settings Menu. (See p.13.)

PIP VIEW: Every time you take a shot, a picture-in-picture view follows the flight of the ball. You can turn this OFF or change the perspective TO PIN or SNAP AROUND.

GREEN PIP: This PIP appears when you approach the green. Use it to read the green and determine where the pin lies.

TARGET PIP: The Target PIP appears after you use the Targeting arc and before you take a shot. It displays the spot that you are aiming for with the Targeting arc.

GOLFER VIEW PERSPECTIVE

There are eight different course camera angles that you can use before every shot. These angles differ in their proximity to the golfer; for example, three are closer to the golfer and to the left, right and center. Three are farther back, with the same angle, while the remaining two are farther back still.

Before each shot the golfer automatically faces the pin, unless the golfer is at the tee on a hole where the pin cannot be reached in one shot. In that case, the golfer faces the middle of the fairway. You can rotate the golfer's perspective up to 360 degrees in either direction.

After Each Shot

After each shot, a window appears on the game screen with several options. ok and replay appear after every shot, while mulligan and TAP-INS appear only when those options are active. A "Tap-In" is a very short putt. A Mulligan is a "take back": you get to replay your last ball as though you'd never hit it.

If you hit out of bounds, the rehit button appears. If you land in the water, you can also select drop.
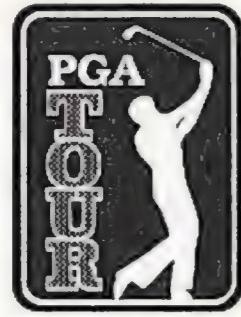
- To continue to the next shot or hole, select OK and press **C**.
- To select another option, D-Pad ↕ and press **C**.
- To automatically take a mulligan, press **B**.

WATER HAZARDS

When the ball lands in a water hazard, you have one of the following two options:

- You can rehit the ball from its original spot and take a one stroke penalty. To rehit, select REHIT and press **C**.
- You can drop the ball where it crossed the water, then hit from there with a one stroke penalty. To take a drop, select DROP and press **C**.

OUT OF BOUNDS

When the ball lands out of bounds, you must rehit your shot from its original spot, adding one stroke for the misplayed shot and one stroke for the penalty. For example, if your tee shot lands out of bounds, you'll be hitting three from the tee on your next shot.

SAVING A GAME

At the end of a game, you are prompted to save. To stop playing in the middle of a round, select END GAME from the Settings menu. (See *The Menu Settings* on p. 13)

- To save your game press **C**. The Memory screen appears. See *Memory* on p. 5.
- If you do not want to save your game, press **A**.
- To continue the game, press **B**.

THE SETTINGS MENU

You can pause the game to view the score, your stats, or change some of the settings available for your golfer or the course. When you pause the game, the Settings menu appears.

- To display the Settings menu, press **START**.
- To select an option, D-Pad ↕ and press **C**.

Scorecard	This option accesses the current scorecard.
Controls	Select CONTROLS to view a Control Pad overlay, detailing the controls when on the course. Press any button to get information on its function. To exit the Control Pad Layout, press **START**.

Statistics

To view your statistics for the current round, select this option. See *Player Statistics* on p. 20.

Golfer Settings

Select the level of skill at which your golfer plays, the tees, your caddie's abilities, and several other options that apply to how your golfer plays the game.

LEVEL: Cycle between NOVICE, **AMATEUR**, or PRO. The different play levels affect the size of the contact area at the bottom of the swing arc and your club's distance potential. The smaller the contact area, the more difficult it is to strike the ball squarely and send it on a straight trajectory.

At NOVICE level, the contact bands are widest, making it easier to shoot straight, and the meter moves at its slowest rate. When you miss the center of the contact area, the resulting hook or slice is not very pronounced. The maximum club distances are at their shortest. You also play from the red tees.

At AMATEUR level, the contact bands are thinner, the meter moves more quickly, and hooks and slices are more pronounced. Also, the maximum club distances are in the midrange. You tee off from the white tees.

At PRO level, the contact bands are very thin, the meter moves fast, and hooks and slices are greatly exaggerated. Also, the maximum club distances are at their longest. Great skill is required to place shots accurately.

TEE: RED/WHITE/BLUE/TPC. The TPC tee position is only available at the TPC at Sawgrass.

WIND: **ON**/OFF. You may have made a selection at the Options menu relating to the force of the wind, but here you can turn it OFF completely for your individual golfer.

CADDIE: **LIE**, DISTANCE, or OFF. Your caddie gives you advice on club selection and distance potential. With Caddie OFF, you wonÕt see the yellow distance band at the top of the Swing arc. With LIE selected, your caddie takes into account both the lie of the ball and the distance to the target. With DISTANCE selected, your caddie accounts for distance while ignoring the lie of the ball.
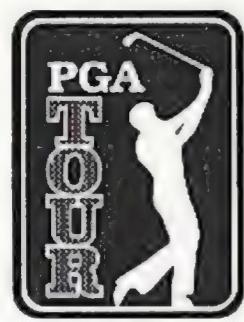
TAP-INS: Toggle **ON**/OFF. A "Tap-In" is a very short putt. When you take a Tap-In, a stroke is added to your score and that hole is completed. Tap-ins are not allowed during Tournaments, Skins, or Shoot-Outs.

MULLIGANS: Toggle **ON**/OFF. Simply put, a mulligan is a "do over." When you take a mulligan, you get to replay your last ball as though you'd never hit it. Mulligans are not allowed during Tournaments, Skins, or Shoot-Outs.

Viewing Options Select and change a variety of viewing options. See Views on the Course on p. xxx.

OVERHEAD: Toggle **ON**/OFF.

MAIN VIEW: Select **TO PIN**, SNAP AROUND, or FROM GOLFER as your main game screen view. Snap Around follows the flight of your ball first as it moves away from you, then snaps around during second half of its flight to show the ball as it flies toward the pin.

PIP VIEW: Select OFF, TO PIN, or **SNAP AROUND** for the PIP view. Every time you take a shot, a picture in picture view follows the flight of the ball. You can turn this OFF, or change the view.

GREEN PIP: Toggle **ON**/OFF. This PIP appears when you approach the green. Use it to read the green and determine pin placement.

TARGET PIP: Toggle **ON**/OFF. The Target PIP appears before you take a shot to display the spot where you are aiming with the Targeting arc.

GRID: Toggle ON/**OFF** the grid that appears on all parts of the course.

AUTO GRID: Toggle **ON**/OFF the grid that automatically appears whenever your ball lands on the green.

Game Options These options are the same as are found under Options in the Clubhouse, with the exception of credits and two additional course settings: Fairway and Greens.

Cycle Fairways between **NORMAL**, DAMP, or DRY.

Cycle Greens between **NORMAL**, SLOW, or FAST.

End Game Select this option to end the game and return to the Clubhouse. You are prompted to "Save
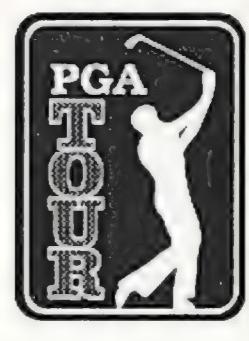
game after quitting?" Follow the on-screen instructions to save, quit, or cancel.

Pick Up   If you've hit into the water one too many times and figure you might as well give it up, select this option. In multiplayer practice games the player who picks up is dropped from the score-card while the other players continue. In a Skins game Pick up concedes the hole, and the player rejoins the group at the next hole. In multiplayer Stroke matches the player who picks up is dropped from the scorecard while the other players continue. PICK UP is not available for Shoot Out matches or single player Tournaments or Practice games.

GOLFERS

This is where your foursome is chosen. Select different kinds of golfers, playing AS or AGAINST a PGA TOUR PRO. You can also choose the clubs you want in your bag, change control pads, and change your appearance on the course.

- To select a player, D-Pad ↕ to the golfer you want and press **C**.
- To play against a selected PGA TOUR PRO, press **C** again.
- To remove a selected player, highlight him or her and press **C**.

Editing a Golfer

- To edit a golfer, select the golfer you want to edit and press **A**.
- To cycle through portraits, highlight PORTRAIT and press **C**.
- To toggle Control Pad 1/2, highlight CONTROL PAD and press **C**.

   NOTE: Player 1 must use control pad 1.

To change the golfers name:
1. Select the current name and press **C**.
- To highlight a letter, D-Pad any direction.
- To select a letter, press **C**.
- To move back/forward a space, select the arrow icons and press **C**.
2. When finished, select DONE and press **C**.

To select the clubs you want in your bag, highlight CLUBS press **C**.
- To highlight a club, D-Pad any direction.

- To select/drop a club, press **C**.
- To change putters, highlight the putter and press **C**.
- When finished, highlight DONE and press **C**.

THE GAME MODES

Choose from five different game modes.
- To highlight a game mode, D-Pad ↕.
- To cycle through the different options available for each game mode, D-Pad ↔ or press **C**.
- To select a mode and return to the Clubhouse, press **START** or **B**.

  Note: If you select a game mode that requires more than one player and you have only selected one player, the program automatically chooses the necessary PGA TOUR pros.

Practice

Select this mode to play a practice hole on any course. This is a good mode to use for a particularly nasty hole, like the 17th at TPC Sawgrass.

If Practice is your game mode, when you TEE OFF, you are taken to an overview of the course. From this overview, select a hole to play.
- To highlight a hole to play, D-Pad any direction.
- To go to the selected hole, press **START/C**.
- To exit and return to the Clubhouse, press **B**.

Stroke

The goal in Stroke play is to complete a round in the fewest strokes. Whether you're one player or in a group, you're competing against par. This is your basic round of golf. In Stroke play, players can choose to play from any tee and mulligans and Tap-Ins are allowed. First tee-off honors are awarded to the player with the lowest score on the previous hole. Select from All 18, Front 9, or Back 9 Stroke Play.

Shoot-Out

In EA SPORTS™ Shoot-Out play, four players line up to play three holes of golf. At each hole, the player with the highest score is eliminated and the players with the lowest scores continue to the final hole where only two players are left to compete for the final prize.

After you select a course, the program randomly selects a starting hole. You play the next three holes in sequence.

If two or more players tie, a one-shot tie-breaker is played. The

referee places the ball randomly in a position close to the green. The shot can be a chip or a putt, and each tying player takes the same shot. The player farthest from the hole is eliminated. If players are still tied, then a second tie-breaker is played, and so on.

The Skins Game™

For 2–4 players, the goal of Skins is to win as many holes as possible against the other players. Each hole is assigned a monetary value called a "skin." You can elect to play the All 18, front 9, or back 9 Skins.

- To win a skin you must win the hole outright. If two or more players tie 'halve' a hole, then the skin for that hole is carried over to the next hole. Theoretically, all the skins can carry over to a single hole.
- If two or more players 'halve' the last hole, all the players begin a hole-by-hole playoff to determine the winner of the remaining skin(s).
- All players start on the longest tees on the course, and mulligans are not allowed.
- The winner is the player with the most money.

Tournament

Once you've mastered the basics and perfected your skills you need to put it all together and play a Tournament. Fifty-eight PGA TOUR professionals, plus 1–4 players in your group, compete for thousands of dollars. You start from longest tees on the course, and mulligans and tap-ins are not allowed.

From the Game Mode screen, you can elect to play an 18, 36, or 72 hole Tournament round.

MAKING THE CUT

Cuts only occur after the second round in a full 72 hole Tournament. After the second round, the top forty players move on to the third round. If more than one player ties for 40th, those players also make the cut and move on to the third round.

After the third round, the players with the top 40 scores move on to the fourth round. As with the third round cut, those tying for 40th also survive.

THE LEADERBOARD

The Leaderboard screen appears automatically before the competition begins and at the completion of every hole. The Leaderboard screen displays the top eight players in the tournament. The golfers in your group are also displayed at the bottom of the screen.

The players are ranked in order of total score, with a "T" indicating "Tied". Also listed is the hole they just completed.

- To see the rest of the field's scores, D-Pad ↕.
- Press **C** to continue. A stat screen appears, listing the top statistics for the hole you are about to play. Press **C** again to continue to the course.

You cannot access the Leaderboard during play.

SUDDEN DEATH PLAYOFF

If two or more players are tied for first place after the end of the fourth round, the tied players begin a sudden death playoff to determine the winner.

COURSES

TPC at Sawgrass

When the PGA TOUR wanted to establish a "home club" for the members of the TOUR, and a permanent site for THE PLAYERS Championship, TOUR officials saw beauty and greatness in a lush tropical setting near Ponte Vedra. The Tournament Players Club (TPC) at Sawgrass became the first Stadium Golf course to be constructed, and it was destined to be special. Pete Dye was chosen as designer, and his mission was to build a course that would challenge players, while giving the spectators plenty of amenities, including unobstructed views of the golfing action. Dye succeeded admirably! No detail was overlooked at Sawgrass. The course is beautifully integrated into the natural terrain rather than being imposed upon it. With a challenging combination of narrow fairways, extensive water hazards, and wide sand bunkers, this course is the perfect location for THE PLAYERS Championship.

Spyglass Hill® Golf Course

Spyglass Hill® takes its name from Robert Louis Stevenson's classic adventure novel, Treasure Island, published in 1863. Local legend has it that Stevenson once wandered the Spyglass area of the stunning Monterey Peninsula gathering ideas for his novels. A unique aspect of this course is that the holes are all named after characters in Treasure Island; this adds a special piquancy to those players who are familiar with the work. Hole names such as "Black Dog" and "Billy Bones" are hints for the unwary. Some players, attempting to master this difficult course, have claimed to hear ol' Long John Silver himself laughing in the

distance, while his bawdy parrot cackles "Pieces of Eight" in derision.

Spyglass Hill® was designed by Robert Trent Jones, Sr., as part of the master plan for the Pebble Beach ocean front. After six years of planning, Spyglass Hill¨ opened on March 11, 1966. Jones remarked, "The first five holes were designed with Pine Valley in mind, and the remainder are designed like Augusta National with its majestic pines, lofty ocean views, elevated greens, challenging bunkers in the landing areas, lakes to grab the errant shot, well bunkered greens, and a challenging putting surface." The grace with which the course complements and showcases the natural beauty of the surrounding countryside is also remarkable to those who have had the pleasure of playing there.

Spyglass Hill® is rated as one of the toughest courses in the world from the Championship tees (75.9). Golf Digest rates Spyglass number 26 among the top 100 golf courses in America. The PGA TOUR consistently lists Spyglass holes' 6, 8, and 16 among the toughest on the TOUR based on stroke average. Spyglass does not reward mediocre play or shots, however, the rewards of a well-executed round are memorable indeed, as course record holder Dan Forsman would agree. Forsman shot a 64 during the 1993 AT&T Pebble Beach National Pro-Am, cheating par by eight strokes in a single round!

PLAYER STATISTICS

The program keeps a wealth of statistics about every facet of the game.

Longest Drive The player's single longest shot off the tee with the ball landing in the fairway (only par 4 and 5 holes count towards this statistic).

Driving Average The player's average distance off the tee (only par 4 and 5 holes count towards this statistic).

Driving Accuracy The percentage of the player's tee shots that land and stop in the fairway (only par 4 and 5 holes count towards this statistic).

Greens in Regulation The percentage of times the player reaches the green at least two strokes under par. For example, on a par 4, you must reach the green in two shots to be considered as having reached the green in regulation.

Putts / G.I.R The average number of putts a player takes to

finish a hole after reaching the green in regulation.

Scoring Average A player's average score over an 18 hole round.

Best Round A player's lowest score over an 18 hole round.

Par Breakers The percentage of times a player finishes a hole under par.

Par Saves The percentage of times a player finishes a hole at or under par without making the green in regulation.

Skins Wins Total number of Skins games a player has won (matches finished and winning the most money).

Skins Earnings Total amount of money won in the Skins game.

Tournament Wins The total number of tournaments won.

Tournament Earnings Total amount of money won in Tournaments.

Birdies The total number of times a player has finished a hole one stroke under par.

Eagles The total number of times a player has finished a hole two strokes under par.

Holes-in-One The total number of holes-in-one. If your shot makes it in the hole on the first stroke, it's a hole-in-one!

CREDITS

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